

Letter Wars!



Ω+ Share

Week 1

Coming Up With the Idea



Initial Concept



Week 2

Consulting with Profs



Changing The Concept



Prototyping #1



A working prototype for Letter A

≡ ⚪ 1

Week 3

Bug fixes

≡

The start of B

≡ ⚪ 3

New Combat Option Added

≡

Week 4

Letter B WIP

≡ ⚪ 1

New Combat Option Added WIP

 1

Week 5

Letter B Complete

 1

Starting E



E behavior part 1

 1

E Phase 1 Complete

 1

Week 6, 7, and 8

LOTTSS of debugging



Upwards Dash bug: FIXED



Downwards Dash bug: FIXED



Miscellaneous Movement bugs:
FIXED



Jumping bug: FIXED



E Full Fight BETA



Week 9

Major aesthetic change

Major design overhaul

Week 10

Placeholder protagonist design

Visual design decision

Further new visual design decision

More additions to the artwork

A, B, C, and E in the new artstyle

Changing background color for the game

Weeks 11 - 15

No progress

Week 16

New (potentially final) protagonist design

COMPLETE MOVEMENT OVERHAUL

Week 17

Compiled ideas for every single boss fight (subject to change)

Boss Letter A updated fight

Boss Letter B updated fight

Week 18

Boss Letter E and F updated fight

Boss Letter C Full Fight

Got my first playtest

Week 19

NEW MECHANIC/TECHNIQUE - Dash Cancel

Full Boss Letter D fight

NEW FEATURE: Level select

Tutorial

Week 20

Changed A LOT of code to make it more generic

Week 21

Boss G complete

NEW MECHANIC ADDED

More added to the sprite sheet

Prototype title screen

Boss H complete

Boss I complete

A change in the design and development process

Week 22

Got my second playtest

FIXING THE CAMERAS

Boss J complete

Week 23

Boss K complete

Made some new basic sprites

New mechanic

Boss L complete

Boss M complete

Week 24

Playtest #3

Lore fully written out

Week 25

Playtest #4

Boss O complete

Boss P complete

Added some new sprites

Boss Q complete

Week 26

Boss R complete

Boss S complete

New mechanic introduced

Week 27

Boss T complete

Boss U complete

Week 28

Boss X complete

Playtest #5

Fixed the bug uncovered in playtest #5

Complete look at the level select

Gauntlet coding done

BOSS LETTER Z COMPLETE

Discovered another bug

Fixed the bug

Adding a restart function

Updating the restart function

FINAL WEEK BEFORE SUBMISSION

A bizarre bug found

Fixed the source of all my bugs!

Return to title from the level select menu

Lore screen

A more full tutorial

Optional combo screen

Updated FINAL Z

Congratulations screen

Decided to add a final lore screen

Playtest #6

Made additions to tips screen

Made it possible to see tips from the restart screen

Last minute visual addition to the game

Minor visual additions

ADDED AUDIO

Future Plans

Features I plan to add for the Showcase

Features I might add in the future, but not in time for the showcase